

# SW Engineering CSC648/848

Pawster

Dog meeting app

Section 01 Team 5

Milestone 1

March 3, 2022

| <u>Name:</u>       | <u>Role:</u>  | <u>Progress:</u>                        |
|--------------------|---------------|---|
| Sina Pourdehmobed  | Group Leader  | Completed - Functional requirements     |
| John Paul Apolinar | Backend Lead  | Completed - Personas and User stories   |
| Jonathan Chen      | Frontend Lead | Completed - Data Definitions            |
| Haozhan Li         | Scrum Master  | Completed- Competitive analysis         |
| Umar Rama          | Backend Lead  | Completed - Executive Summary           |
| Henry Lam          | Github Master | Completed - Non-functional requirements |

|                                |
|--------------------------------|
| Executive Summary              |
| Personas and User stories      |
| Data Definitions               |
| Functional requirements        |
| Non-functional requirements    |
| Competitive analysis           |
| High-level system requirements |

Green= Completed

Red= In progress

## **1) Executive Summary**

Umar Rama

Pawster is a unique social networking application for people and their pets. The inspiration behind Pawster is to develop a social network for pets. The motivation of this project is derived by the need to uphold the social healthcare of pets/animals. Social anxiety is a real issue among animals, especially dogs who are highly social animals. 39 percent of dogs have no other animal to keep them company while their owners are out. Besides social needs pets also need exercise/walks to avoid health problems. 63 percent of dogs do not get walked daily and 62 percent of dogs do not attend socialization classes as puppies. Up to 40 percent of dogs are overweight. Obesity can cause major health problems such as diabetes and reduce quality of life and shorten lifespan of animals. The idea of Pawster is that it not only considers the social health of pets but also the social health of pet owners and encourages people to go out, meet new pets and people.

The goal of Pawster is to deliver an exceptional social experience for pets and their owners. This application enables pet owners to take part in different activities and see the pets that they can hang out with, or introduce their own pet animal to others, conveniently close to their home. Pet owners can also post the pictures of their pets in case they need to schedule a playdate for it, or if they need someone to walk them. Users can participate in so many activities with their pets such as exploring parks, beaches or lakes. They can also find someone to run or jog with, and visit dog parks where their pets can socialize with other pets.

Pawster is managed by a team of 6 members currently studying at San Francisco State University as Computer Science majors. The team managing this project are skilled, organized and very optimistic to take on this project and turn it into a great product for its users.

## **2) Personas and User stories:**

John Paul Apolinar

This section below encapsulates the audience and type of people we are aiming for with this product. Since our application does involve meeting up in person to accomplish the point of our app, we do want to make sure that all users must be 18 years of age or older, and consent to these terms and agreements. We aim to service the pet-owner population, as well as target any users who would like to not just set up playdates with their pets, but to also meet other users themselves who happen to be pet owners, looking for playdates.

Below are three example personas that we think we would most likely see utilizing our application, ranging from those who are actively seeking a social experience, as well as others who don't exactly have a lot of free time, but may be interested in our services. You can see that a common theme for these personas are that they wish to engage with other users and socialize their pets, as well as look to form a bond deeper than that of assigning someone to walk a dog via a task-app, like *Wag!*.



# JANE WIGGINS

"Free as a bird."

|             |                           |
|-------------|---------------------------|
| AGE:        | 24                        |
| LOCATION:   | San Francisco, California |
| OCCUPATION: | Yoga Instructor           |
| INCOME:     | 34k                       |
| STATUS:     | Single                    |

Jane is **very active on social media**. She enjoys posting pictures of her two dogs and **loves to share everything** about her life and what she believes in. You can catch her teaching yoga classes and practicing meditation in public spaces.

## GOALS:

- Wants to share her new experiences and friends on social media.
- To gain more followers on her social accounts
- Promote her dog's socials as well as find more playmates

## FRUSTRATIONS:

- Not being able to post/share personal stories and images.
- Search results that don't have good filtering.
- Not having access to advanced search results.

## MOTIVATIONS:

- Wants to find an application to become more social
- Interested in having her pet find new playmates
- Wants to find specifically other pet owners



# LOUIS ROBERTSON

"Sometimes no solution is the best solution."

|             |              |
|-------------|--------------|
| AGE:        | 43           |
| LOCATION:   | Rhode Island |
| OCCUPATION: | Mathmetician |
| INCOME:     | 75k          |
| STATUS:     | Married      |

Louis **does not go out** very often due to his job. When he does go out, it's often with his wife, kids and children to parks or on trips. However, since his kids are at school and his wife is also busy with her own job, he's so busy to the point where he's looking for a system to take care of his dogs.

## GOALS:

- Wants to find both a playmate for his dogs, as well as leave them in the hands of someone he can trust.
- To optimize his already busy schedule.
- Wants to include his wife and kids in what he does.

## FRUSTRATIONS:

- Things that are tedious and take up too much time.
- Always looking for something that is family safe and marketable.
- Shorter attention span.

## MOTIVATIONS:

- Looking for something quick and easy, "just works"
- Wants to find help with managing his pets without going to a dog-sitting service.
- Wants something easy to use and access, like a web application.



# JAKE TAYLOR

"Never can have enough pets!"

|             |                       |
|-------------|-----------------------|
| AGE:        | 26                    |
| LOCATION:   | Boston, Massachusetts |
| OCCUPATION: | Lawyer                |
| INCOME:     | 230k                  |
| STATUS:     | Single                |

During the day, Jake is an attorney at law. In his spare time he enjoys **training his pet dog**, as well as going out for runs. He is very **athletic and social, with a love for the outdoors**. You'll catch him a lot of the time **taking his dog out for a run and playing with him in the park**.

## GOALS:

- Finding other people to exercise with.
- Being more social and keeping track of friends.
- Seeking out opportunities to bond.

## FRUSTRATIONS:

- Applications without good built in chatting/instant messaging features.
- Not having a clear way to contact someone.
- Not an advanced technology user, hates complicated UI.

## MOTIVATIONS:

- Wants to use the application to connect to other users with pets.
- Wants to keep pet happy and active.
- Planning on using the application to chat and talk to other users.

### 3) Data Definitions:

Jonathan Chen

The following definitions are key terms in relation to software components and database elements that will be incorporated and implemented into the structural design of our website. The following section will continue to be expanded upon throughout later milestones with a detailed synopsis for each key term as well as additional terms that will be implemented/utilized in the website.

#### Entities

- Any physical or abstract object that contains attributes and components
- i.e. receptionist, customer, user etc.

#### Attributes

- Attributes are what defines a respective entity/entities.
- i.e. a user can have an id, name, date of birth, phone number, and address.

#### Items

- Items are physical or abstract objects that users/customers can have ownership to.
- i.e. a physical/virtual product that can be purchased by the customer.

#### Hash Tables

- A form of implementation of an associative array abstract data type, a structure that can map keys to values.

#### Linked List

- A Linked List is an ordered set of data elements that each contains a link to its respective succeeding element.

#### Stacks

- A stack is an abstract data type that holds an ordered, linear sequence of items. A stack is a last in, first out (LIFO) structure.

#### Queues

- A Queue is an abstract data type that holds an ordered, linear sequence of items. In contrast to a stack, a Queue is a first in, last out (FILO) structure.

#### **4) Initial List of functional requirements**

Sina Pourdehmobi

- Landing page - 3
  - Login - 2
  - Register - 1
- Login Page - 5
  - Login (username and password) option - 1
  - Forget password option - 3
  - Sign up option - 2
- Contact page - 1
  - Contact information 1
- Like page - 7
  - Like button
  - Dislike button
- Profile page - 6
  - Users should be able to view information on the development team
- Sign up page - 4
  - Users can create accounts and sign into them.
- Messaging page - 8
  - Users can message other users.
- Block option - 9
  - Users can block other users.
- Edit profile page - 7
  - Users can edit their profile to their desire. (Breed type, age, size, behaviors, etc).
- FAQ page - 2
  - Website can display a list of FAQ(Frequently Asked Questions)

#### **5) List of non-functional requirements**

Henry Lam

- Data will be stored using mongodb and the application will be hosted using Amazon AWS.
- The application should be compatible with different types of browsers.



- Code will be in the master branch of github and working at all times.
- Application should be working for the duration of the project.
- Website should be easy to use, users can find things easily from the top menu

## 6) Competitive analysis:

Haozhan Li

| Other:   | US:  |
|--|--|
| <b>Dig:</b> <ul style="list-style-type: none"> <li>· Search is limited (pay to unlock)</li> <li>· Message is limited (pay to unlock)</li> </ul>                        | <b>Pawster</b> <ul style="list-style-type: none"> <li>• All features are free</li> </ul>                                     |
| <b>Gabby</b> <ul style="list-style-type: none"> <li>· Single to single only</li> <li>· No chat room</li> <li>· Information of pet searcher known is limited</li> </ul> | <b>Pawster</b> <ul style="list-style-type: none"> <li>· Public chat room</li> <li>· All information allow to post</li> </ul> |
| <b>Pet and date</b> <ul style="list-style-type: none"> <li>· lack of location information for dating</li> </ul>  | <b>Pawster</b> <ul style="list-style-type: none"> <li>· Fill out dating place is optional</li> </ul>                         |

In our website Pawster, we focus on helping people to build a social communication of their pet. A social network and Community of pets is what Pawster is made for. There are many apps where you can find people posting their cut photos of their pet, but most of them are not for pet dating. Our website is supposed to work for a public social network to allow people to share

messages about their pets. Pawster allowed people to find and invite these pet owners who want to take activities with other owners. Sharing location is optional. Pawster doesn't make it mandatory for pet owners to fill out photos of their pet and location. Pawster also support pet owners, introduce their pet, or show pet life sense.

#### 7) High-level system requirements:

- **Amazon AWS** - cloud EC2 virtual machine to set up a server.
- **Mongodb** - As a database to collect data of the application.
- **React** - To build a user interface of the application.
- **Express** - To build the design of the application.
- **Node JS** - As a server side platform to use libraries of JavaScript modules.

#### 8) Team:

Sina Pourdehmobi - Group Leader

John Paul Apolinar - Backend Lead

Jonathan Chen - Frontend Lead

Haozhan Li - Scrum Master

Umar Rama - Backend Lead

Henry Lam - Github Master

#### 9) Checklist:

- Team found a time slot to meet outside of the class. - **DONE**
- Scrum Master shares meeting minutes with everyone after each meeting. - **DONE**
- Github master chosen. - **DONE**
- Everyone sets up their local development environment from the team's git repo. - **DONE**
- Team decided and agreed together on using the listed SW tools and deployment server.  
- **DONE**
- Team ready and able to use the chosen back/front-end frameworks. - **DONE**
  - For each technology (front/back-end/DB/cloud) , the team decides who will lead the study of each technology and what will be output of the (feasibility) study within one month. - **DONE**
    - Ex : implement sample about page using React. - **DONE**

If you list a detailed study plan for this, earn extra point!

- Team lead ensured that all team members read the final M1 and agree/understand it before submission. - **DONE**